

**AMENDMENTS TO THE CLAIMS:**

Please amend claims 16 and 21, as listed in the following listing of the claims, which replaces all prior versions and listings of claims in the application:

Claims 1-15. (Canceled)

16. (Currently Amended) A method of manipulating retail data characterised by the steps of:

- (a) operating a random number generator to set a jackpot threshold, and
- [[a]](b) receiving a purchase amount transmitted from at least one dedicated terminal associated with an electronic data manipulation system, and
- [[b]](c) adding a percentage of said purchase amount to a jackpot total associated with the electronic data manipulation system, and
- [[c]](d) determining a win or no win condition, where a win condition indicates that the jackpot total equals or exceeds the set jackpot threshold, as a direct result of and subsequent to step (a), operating a random number generator to select a win or no win condition, wherein a win condition offers a jackpot payout, wherein the number of times the random number generator is operated is proportional to the purchase amount, and
- [[d]](e) immediately indicating via the electronic data manipulation system whether the purchase amount selected-transmitted caused a win condition, and
- (f) repeating steps (b) through (e) for each new purchase if a no win condition is determined.

17. (Previously Presented) A method as claimed in claim 16, wherein the dedicated terminal includes a device adapted to receive and then transmit the purchase amount to the electronic data manipulation system.

18. (Previously Presented) A method as claimed in claim 16, wherein the percentage amount added to the jackpot total is varied.

19. (Previously Presented) A method as claimed in claim 16, wherein the selection of a win condition is broadcast to a retail establishment.

20. (Previously Presented) A method as claimed in claim 16, which uses real time processing.

21. (Currently Amended) A method as claimed in claim 16, which is further adapted to display via display means a value range for the jackpot threshold.~~value range.~~